



THE CREEPY PASTA FIELD GUIDE

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30 MALICIOUS
MONSTERS AND
PSYCHOTIC
SLASHERS

... AND HOW
TO AVOID THEM

THE CREEPYPASTA FIELD GUIDE

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INTRODUCTION

Hello, and welcome to the world of Creepypasta! First, allow me to congratulate you on your purchase. **The Creepypasta Field Guide** is your best (and only) official guide to the people and unpeople found in internet-based horror. If you happen to find yourself alone in an abandoned building, or you've just watched a disturbing digital video, this book will help you identify the unspeakable horrors that are about to descend upon you.

"Creepypasta", which is a corruption of the term "Copypasta", which is a corruption of the term "Copy/Paste", which is a term referring to copying and pasting data, appeared soon after. As an umbrella term of sorts, it has been applied to everything from unsettling images and stories to horror-themed video series and websites. (Often incorrectly.)

To some, "Creepypasta" is a pointless hobby for socially awkward losers. To others, it's an indispensable source of entertainment and, indeed, a way of life. One of these opinions is correct. The beings associated with these modern-day urban legends won't discern between believer and skeptic. Regardless of your position on the legitimacy of the art form, you'll most likely want to keep this book on-hand to avoid a grisly demise.

From humans with dark intentions to inexplicable beings from another plane of existence, Creepypasta icons plague our lives. It may be beyond your ability to stop them, but at least you can do your best to recognize, understand, and avoid them at all costs. If worst comes to worst, however, you may become a Creepypasta creature yourself. In that case, you may find this book helpful with regard to self-actualization.

If you're looking for information on old gods, zombies, or ghosts, please consult other recommended manuals such as the *Necronomicon*, *Zombie Survival Guide*, and *Tobin's Spirit Guide*, respectively.

Now, with **The Creepypasta Field Guide**, you will be able to recognize the tropes and clichés in the wild. With this information, you can avoid running afoul of the next iconic killer... and if you do find yourself in trouble, you just might know enough to get out in three pieces or less.

Wally G. Woodgrub
Supernatural Survivalist

Notable Victims

Anonymous was eaten by a *Schrödinger's Monster*. Maybe.

Chris Cirillo pissed off a *Corporate Idol* by complaining about long lines. Went in at the top of Big Water Slide at Corporate Branded Water Park, never came out.

Joe Janero got upset with a *Bleeding Edgelord* who wouldn't check the stock room for a shirt in the size he wanted. She hacked off his arms and growled, "It fits now!"

Jonesy Schorle was sacrificed by a *Hollow Follower*, but at least he got a reasonably popular web series out of it.

Kyle Riley passed away while listening to part 27 of a *Splitting Headcase's* backstory. (Technical cause of death: brain aneurysm, but it counts.)

Lewis Short followed muffled screaming into the woods and found a *Faceless Stranger* scratching at where his mouth should be. Surprise! He was never seen again.

Lyca Francis was [REDACTED] by a *Redactive Reasearcher* when her head was submerged in a tub of anomalous [REDACTED] and shattered into party ice for a foundation party.

Mark A. Worcester watched a *Twisted Toon* about some magical pixies and became convinced he could fly. He could not fly.

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PUBLISH IN A SILLY "FIELD GUIDE".

~ AGENT BLAX

STABBY TEEN

"It's nap time!" - Martin the Murderer or whatever.

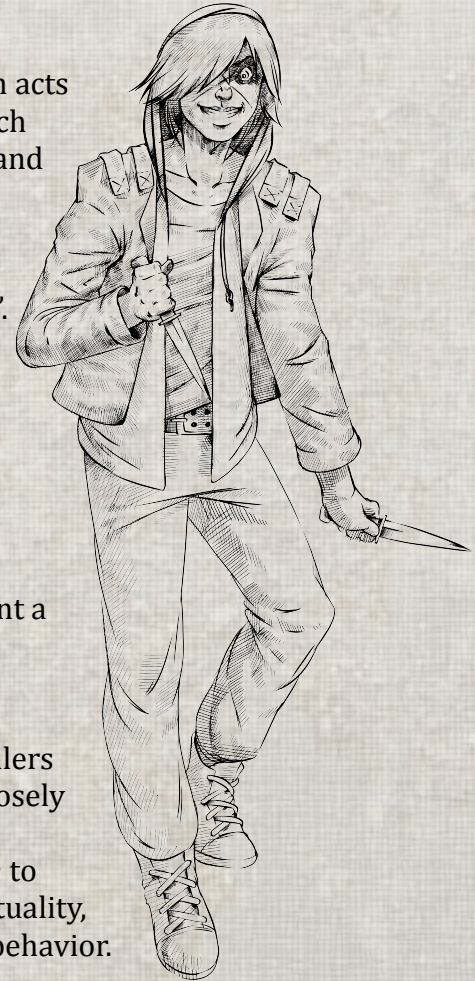
Description: These kids today and their random acts of indescribable violence. The *Stabby Teen* is pretty much what it says on the tin. They're between the ages of 12 and 20. They enjoy stabbing people. Specimens are usually stricken with a severe case of facial dysphoria. As such, the *Stabby Teen* will often cut, burn, or otherwise alter their visage in order to "look perfect" or "be handsome". In some cases, this transformation is accomplished via a freak accident or with the help of several bullies. Choice of attire usually consists of a hooded sweatshirt and jeans, in the particularly fanciful colors of black and/or white.

Behavior: Specimens exhibit signs of extreme narcissism, perhaps best evidenced by the need to invent a more impressive name and identity. Indicators of sociopathy and psychotic behavior are also readily apparent, though no formal studies have yet been successfully completed with living specimens. These killers of convenience are most attracted to targets they are closely associated with. This may include family, friends, and perceived enemies. It is not unusual for the *Stabby Teen* to pursue vendettas against supposed "bullies" who, in actuality, were simply pointing out their increasingly demented behavior.

History: The first known appearance of the *Stabby Teen* dates back to 1997, when a young man calling himself "Vinnie the Vengeancer" went on a killing spree that claimed five lives and left three injured. The event lasted two hours and ended when the specimen was shot by authorities. Since then, many other similar cases have occurred. None are unique enough to detail here. The cause of this behavior has been traced to an active ingredient in "Nightmare Fuel", a semi-popular energy drink distributed by Poppo Cola. As of this writing, their parent company is under legal investigation.

Advice: Try your hardest not to get on the bad side of a youngster. If you do, register and maintain a firearm. The *Stabby Teen* tends to flee into the night upon realizing they have brought a knife to a gunfight.

Common Locations: Found in suburban neighborhoods. May occasionally migrate to wooded locations to escape being killed or captured.



SPLITTING HEADCASE

"Who could have done this?" - The guy who probably did it.

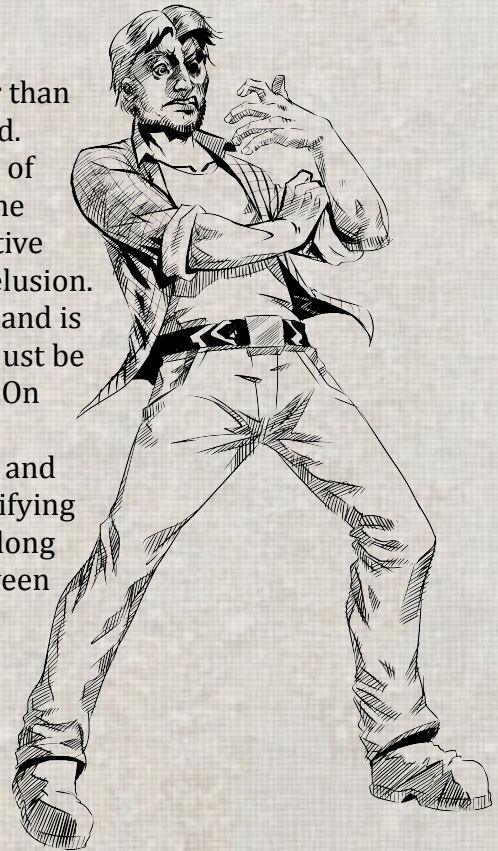
Description: The phrase "two heads are better than one" doesn't apply when they're both in the same mind. The *Splitting Headcase* thinks they are the protagonist of their personal story. In actuality, they are very much the antagonist. Specimens may exhibit signs of disassociative identity disorder, or simply extreme denial and self-delusion. Essentially, the right hand doesn't know who the left hand is murdering. In most cases, the *Splitting Headcase* may just be feigning innocence in a natural bid to avoid suspicion. On rare occasions, the cause may be supernatural. The *Splitting Headcase* will usually appear mild-mannered and ineffectual, or even charming and well-adjusted. Identifying traits can include a grin that "looks a bit off", and hair long enough to fall over their eyes when transitioning between good and evil personas.

Behavior: Specimens have an internal story that is very important to them. The *Splitting Headcase* is both the innocent victim of horrible events, and the twisted mastermind behind those same events. They will switch between positions as it suits their narrative. You will notice a marked change in specimens when they transition between personas. The *Splitting Headcase* will begin speaking like a poorly developed cliché villain and will start using larger words to impress you. The *Splitting Headcase* seems driven to tell their tale to as many people as will read it, though their darker side often takes over for the last few paragraphs of any given posting.

History: Most modern examples of the *Splitting Headcase* can likely be attributed to the rise of social media. Blogging and other online interaction seems to have a magnifying effect on symptoms. Plenty of internet users want to tell their story, and to make themselves the hero of their narrative, no matter how unpleasant they may actually be.

Advice: Don't associate with anyone who seems too good to be true, and avoid making friends with authors. If you do find yourself alone with an author, lavish them with sincere-sounding praise as you slowly back out of the room.

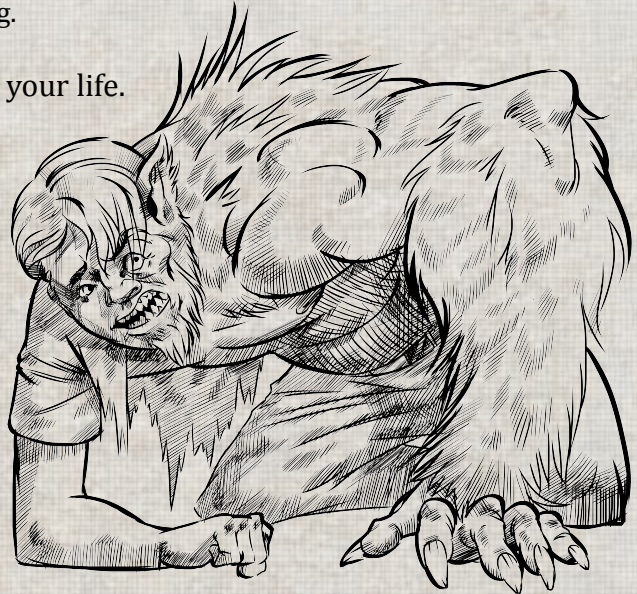
Common Locations: Can be found in most any area, though they are known to move into "haunted" homes and other residences where their activities can be blamed on outside forces.



BEAST BUDDY

"It's me, Greg!" - Something that really isn't Greg.

Description: You've known Greg all your life. Greg is a good man. You and Greg traded virtual pets when you were kids. Well, I'm sorry to say, this isn't Greg. Greg is probably dead. The *Beast Buddy* comes in many styles. Skinwalker, wendigo, doppelganger, mimic, evil twin, and so on. Regardless, they all do the same thing; pretend to be someone they're not. Maybe their skin will appear a bit too loose or too tight. Maybe they'll move in an unusually awkward or graceful way. Perhaps you'll catch Greg eating chicken skins out of your trash can. These are the subtle indicators that the *Beast Buddy* has invaded your social circle.



Behavior: The *Beast Buddy* will take the place, and identity, of someone you know. This will usually occur when said victim leaves you or your group of friends behind to perform some menial, routine task. If you are part of a particularly large group, however, specimens will occasionally appear as a completely unknown person in order to blend in. The ruse usually ends when the *Beast Buddy* is discovered or they simply have their fill of your company and wander off. Specimens who are outed may become violent, largely due to a fragile ego and massive over-confidence in their acting skills.

History: Folk tales date back to the dawn of the written word. Ancient sculptures depict strange figures that closely resemble humans, while still seeming a bit "off". Though specimens may vary, the majority are believed to be the last surviving remnants of a doomed humanoid species that evolved alongside mankind. Perhaps they've simply grown desperate for a new tribe to belong to.

Advice: Pay attention to the little things. Does your wife have blonde or brown hair? Does your brother have one eye or two? If you notice something off, do not confront the *Beast Buddy*. Try employing a clever ruse that will force them to leave. For example; *"It's eight o'clock! Get going, or you'll be late!"* It may also be helpful to give your son or daughter a secret word. If they call you in the middle of the night, don't respond unless they use that word. Don't choose the words "Mommy", "Daddy", or "Help me". The *Beast Buddy* will likely be able to guess them.

Common Locations: Wooded areas, cabins, any property bordering an arcane forest. Your home. Who knows? One may be reading this right now.

HOLLOW FOLLOWER

"Obviously, this talking potato is a God." - Socky.

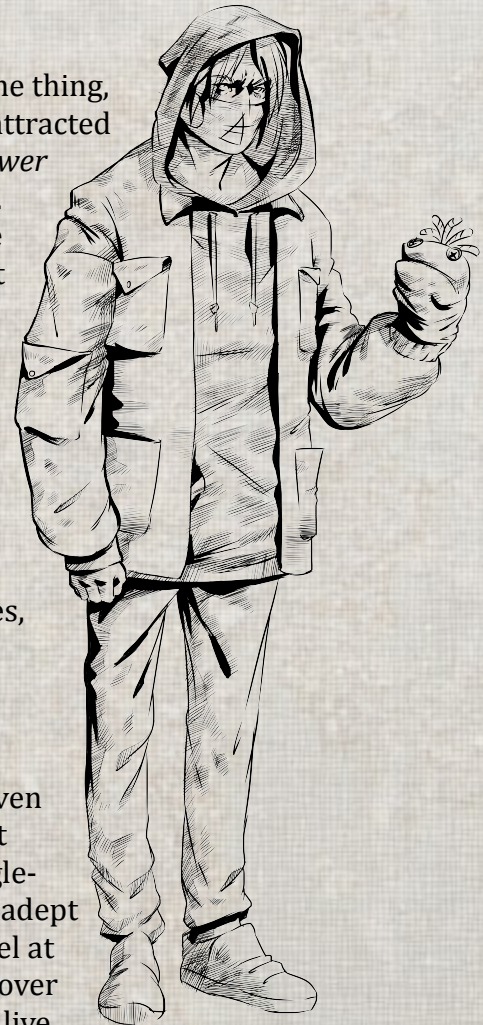
Description: The *Hollow Follower* believes in one thing, and one thing only; their charismatic leader. Whether attracted to power, fame, or roguish good looks, the *Hollow Follower* will kill – and die – for their chosen master or mistress. Specimens often wear accessories to obscure their face as a rejection of personal identity. This can also make it difficult to figure out exactly which one just stabbed you. The *Hollow Follower* will usually choose to go by an awkward pseudonym, eg. "*Corbelinda Kyle*" or "*Heinrich Waterhouse*". In rare cases, however, they may choose a lackluster moniker derived from an article of clothing. While specimens will openly dedicate their very existence to the object of their admiration, the sad fact is that they are always disposable. When the time comes to lay down their lives, they most definitely won't be remembered, much less mourned.

Behavior: Bereft of personality or motivation, specimens will usually remain inert or inactive until given direction by whomever or whatever they follow. At that point, they will pursue this goal with an obsessive, single-minded compulsion. While the *Hollow Follower* is very adept at stalking and keeping track of targets, they rarely excel at murder or other demanding tasks. In giving their lives over to the cause, specimens seem to also forgo their will to live. This can make all the difference when their target is very much intent on staying alive, while they couldn't really care less.

History: For as long as there have been human beings, there have been unhealthy power dynamics. From savage hillbilly families to insane religious cults to political parties, large personalities have always subdued and corrupted lesser minds. The *Hollow Follower* is simply the latest in a long line of rats dancing to the tune of a singular piper.

Advice: Don't wear anything that obscures your vision. That alone will give you a tremendous advantage. The *Hollow Follower* will likely attack in a manic and uncoordinated manner. Dodge, then strike. Repeat as necessary.

Common Locations: Near the entity they follow. (See: *Faceless Stranger*.)



MANIC PIXIE NIGHTMARE GIRL

"I'm bored. Let's summon something!" - This really neat gal you met 5 minutes ago.

Description: Fun, flirty, fickle, and flighty.

These are just a few of the f-words that describe the *Manic Pixie Nightmare Girl*, or "MPNG" for short. Specimens often appear to be diminutive, delicate waifs with a preference for "goth" trends and gallows humor. In reality, their beauty is only as deep as their implausibly pale skin. What hides behind the crazy eyes and wide grin of the MPNG is a dangerously mischievous, fractured psyche and a soul as black as night. They are most recognizable by their seemingly whimsical, carefree behavior mixed with an unnatural interest in death and darkness.

Behavior: Making up words, climbing things, and

trying to pay for goods and services with interpretive dances. There is a wide variety of nonsensical and obnoxious things the MPNG will attempt. They prowl the most unlikely locations where competition is reduced, trying to draw interest from anyone who will give them the attention they seek. Specimens have a tendency to confuse any offer of a one-night-stand with an interest in being sacrificed to an eldritch horror.

History: The average MPNG is a unique entity spawned whole from ancient

energies left over from horrific cosmic events. It's all very complicated and requires a deep understanding of elder deities and dark matter. As such, even the MPNG usually isn't aware of their own purpose, if they even truly have one. Instead, they are driven by outdated and mysterious instincts whose meanings are lost forever to the all-consuming void of time itself. Apparently, it had something to do with singing a lot and twirling.

Advice: Seek mature partners. What at first may seem like an exciting fling

can turn into a cautionary tale in an instant. If you want to be truly safe, only court hyper-conservative Christians from the deep south. Very few of them are *Manic Pixie Nightmare Girls* – though they may be members of a savage hillbilly family.

Common Locations: Graveyards, blood banks, stores that sell

counterculture-related clothing and accessories. Mundane places of average pain and banal suffering.



PARTY CANNIBAL

"What colorful insides you have!! Well... had." - Baking Betsy.

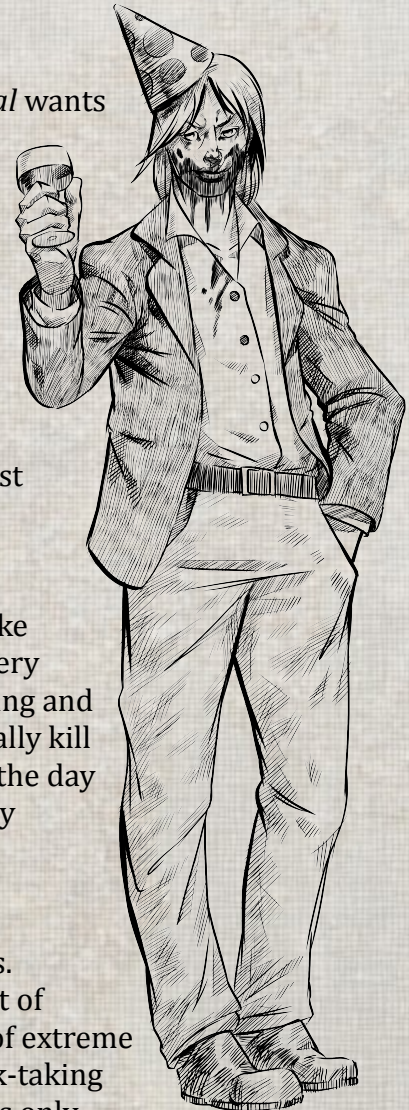
Description: Ever the perfect host, the *Party Cannibal* wants nothing more than to provide an unforgettable evening. To this specimen, the human body has many uses. Party favors? Check. Streamers? Check. Tasty treats? Check. You can even use the leftover shell for your next costumed event. The *Party Cannibal* may have one of two motivations for their gruesome actions. Some have a selfish, thrill-seeking need for entertainment. In those cases, the party is all for them. Others want to provide the entertainment to their guest of horror. In the latter case, the *Party Cannibal* believes they're helping others go out with a bang in the most exciting way imaginable.

Behavior: While the *Party Cannibal* doesn't always consume others, they nonetheless carve human beings up like Thanksgiving dinner. Specimens greatly enjoy ceremony. Every murder is a special occasion that requires the utmost planning and attention to detail. As such, the *Party Cannibal* will only usually kill once or twice a year, if that. There's simply too little time in the day for all the necessary preparations. Don't confuse their cheery demeanor for a lack of sympathy. On the contrary, they're authentically happy for you.

History: Modern pharmaceuticals can work wonders. However, there are always side-effects. Happitril™, a product of Lazarix Pharmaceuticals, has been known to cause a sense of extreme euphoria, obsessive-compulsive behavior, an increase in risk-taking behavior, and severe murderous tendencies. Fortunately, this only occurs in a small percentage of people. These are those people.

Advice: Don't accept a party invitation unless you know at least two other people who have been invited and are planning to attend. Only one other guest is not enough, as they may actually be assisting the *Party Cannibal* in return for free event planning. If you find yourself at the mercy of the *Party Cannibal*, try stalling until you can escape or the authorities attempt to locate you. Challenge them to party games, make increasingly complex requests. Insist this is your "special day".

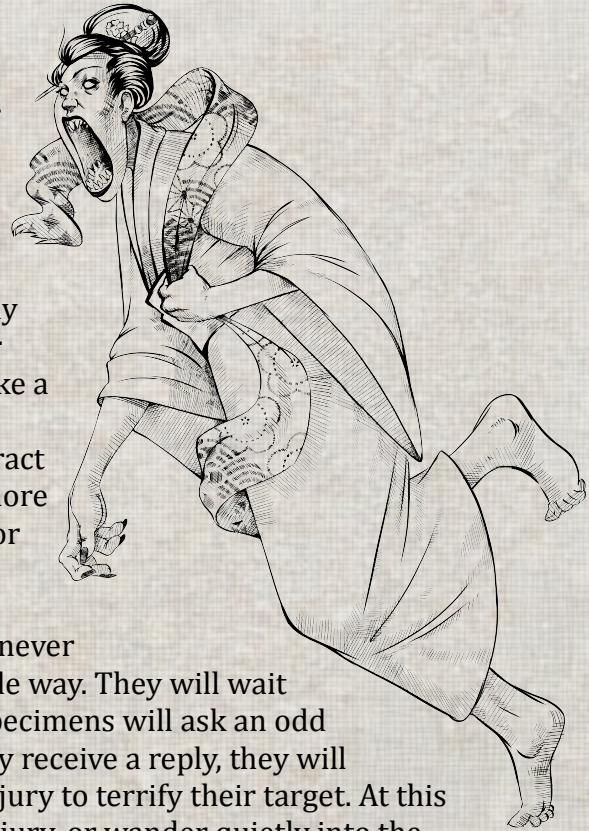
Common Locations: Idyllic towns in the countryside. Perfect suburban neighborhoods. The *Party Cannibal* thrives among oblivious, contented people.



BEAUTIFUL SCREAMER

"Eeeeeee!" - That horror over there.

Description: Timid and alluring, the *Beautiful Screamer* gives off the appearance of a delicate young maiden. As you should already suspect at this point, appearances are indeed deceiving. Long hair may be covering severe facial injuries. A scarf may hide a freshly cut throat. Specimens appear outwardly appealing, and only when you are too close for comfort will you see their gruesome flaws. (Like a sandwich with a band-aid in it.) The *Beautiful Screamer* may wear fanciful garments that attract attention, or conservative dress that creates more of an air of mystery. The most obvious indicator will be a concealed head, face, or neck.



Behavior: The *Beautiful Screamer* will never make first contact, at least not in any noticeable way. They will wait for others to approach them, at which point specimens will ask an odd question or make a vague statement. Once they receive a reply, they will suddenly shriek and reveal a blood-gushing injury to terrify their target. At this point, they will either cause grievous bodily injury, or wander quietly into the night, depending on how they like the answer. The *Beautiful Screamer* also seems fond of standing alone under streetlights.

History: Hell hath no fury like a woman scorned. The *Beautiful Screamer* is the emptied husk of someone betrayed by the person they trusted the most. To find closure and a sense of control, they seek out trusting subjects with good intentions and take advantage of them in turn. However, the need for some form of petty revenge never seems to be sated.

Advice: If you see a woman alone in the middle of the night, do not approach. The road to Hell is paved with good intentions, as they say, so simply observe from afar and notify authorities if you're concerned for their well-being. If you somehow find yourself talking with the *Beautiful Screamer*, take your time and consider your answer carefully. It may be the difference between life and death... though you may live with a permanent deformation.

Common Locations: Sparsely populated streets, lonely bus stops, empty train stations, on rural roads traveled by foot.

BLEEDING EDGELORD

"Suffer as I suffered, for to suffer is to know true suffering!" - Mr. Suffer.

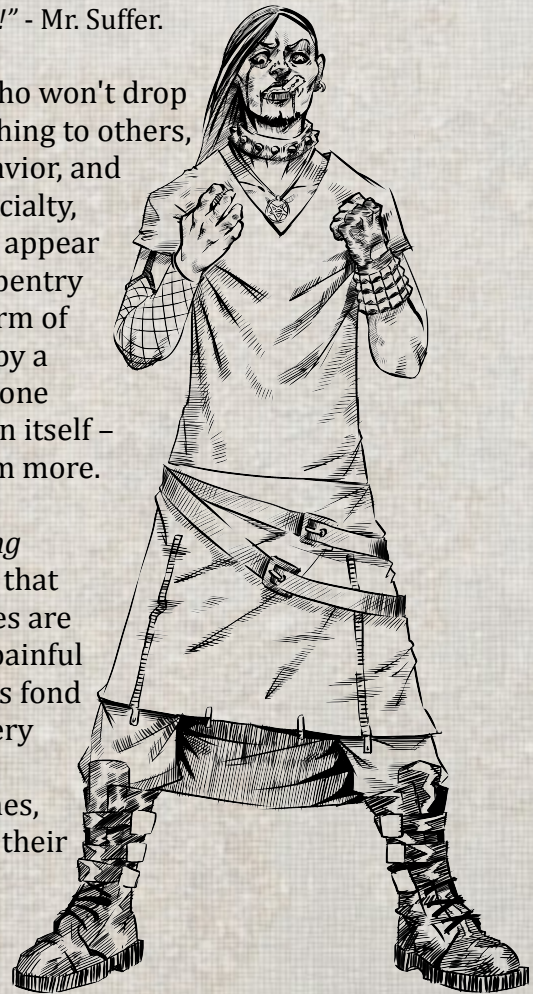
Description: We all know that one fellow who won't drop the tough guy act. Often, he's trying to prove something to others, or to himself. The *Bleeding Edgelord* takes this behavior, and everything else, to the extreme. Torture is their specialty, especially when it comes to their own bodies. They appear bloody, mangled, and covered in anything from carpentry nails to barbed wire. This self-inflicted harm is a form of penance for their unspeakable crimes, augmented by a deep sense of self-loathing. It could be said that no one hates the *Bleeding Edgelord* more than the specimen itself – but realistically, their victims probably do hate them more.

Behavior: The good news is that the *Bleeding Edgelord* may not actually kill you. The bad news is that you'll wish they had. Industrial tools and accessories are the weapon of choice for this specimen. The more painful and slow-acting, the better. The *Bleeding Edgelord* is fond of Biblical references, and gross overstatement. Every act is an act of divine punishment... or demonic retribution... or metaphysical purification. Sometimes, the true torture is listening to them rattle on about their own importance.

History: Oddly enough, the *Bleeding Edgelord* was once a victim instead of a perpetrator. "Born again" after a brush with a violent death, specimens discover they not only persist in living, but that they have an innate, unnaturally high tolerance for pain. While the normal human being would try to become a superhero of some sort, the *Bleeding Edgelord* instead takes this as a "sign" that they have been chosen to inflict pain upon others. Being in close proximity to their own demise seems to leave them in a dark frame of mind.

Advice: There really isn't much to say about avoiding the *Bleeding Edgelord*. There appears to be little rhyme or reason when it comes to selecting their targets. Even if you haven't done anything particularly sinful, they'll find some arbitrary minor infraction to punish you for. If you find yourself on the receiving end of this specimen's brutality, try to seem remorseful and claim that you've changed your evil ways. Your sentence may be commuted from slow death to surface-level disfigurement.

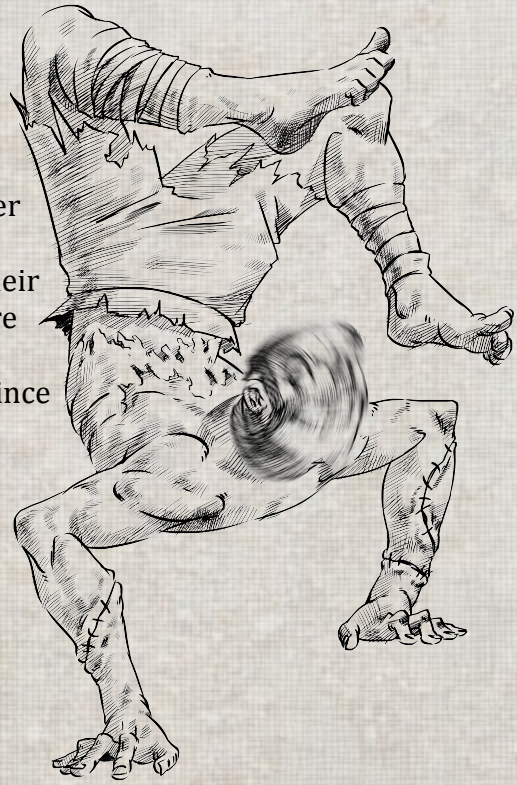
Common Locations: Any area to which they have been "summoned".



TWITCHY LURCHER

"Kssshhhhuuuuaahsshhh" - Jerky Jenny.

Description: Jumpy and jittery, the *Twitchy Lurcher* is a bit stuck between planes of existence. One plane is ours; mortal existence. The other plane may be the afterlife, a dreamscape, or countless other immaterial realms. Like a real-world "glitch", specimens shake and vibrate as they slowly make their way through the physical world. Every step is a chore as they struggle to maintain their connection. The *Twitchy Lurcher* will usually have very little to say, since even drawing a breath takes vast amounts of effort. Instead, they usually just whisper, shriek, laugh, or moan. Specimens brought about by the human subconscious are usually female and are usually dressed in tattered, soiled clothing. What this says about our innermost thoughts is the subject for a much different book.



Behavior: The *Twitchy Lurcher* seems surprisingly disinterested in confronting others – at first. Usually, they will be found standing alone, facing a wall, or looking off into empty space. Specimens will remain in this inactive state unless provoked by exterior stimuli, such as being approach by a normal person. Once their attention has been captured, the *Twitchy Lurcher* will give relentless chase. Thankfully, said "chase" will be slow and awkward. They are rarely a physical threat unless armed with a weapon or cutting tool.

History: In the 1960s, a bad batch of LSD sent several subjects on a psychedelic trip through multiple planes of consciousness and beyond. This caught the interest of uncanny, otherworldly entities that tried to follow the reeking hippies back. From that point forward, visitors from across realities have attempted to make connections with us. Perhaps needless to say, they still have yet to perfect their methods.

Advice: Due to their instability, the *Twitchy Lurcher* often has inhibited senses. Figure out if the specimen has trouble seeing or hearing, and conceal your presence accordingly. When they return to a resting position, you are likely free to depart and go about your business.

Common Locations: Any area dark enough to make prospective targets as disoriented as they are. It helps even the odds.

SCHRÖDINGER'S MONSTER

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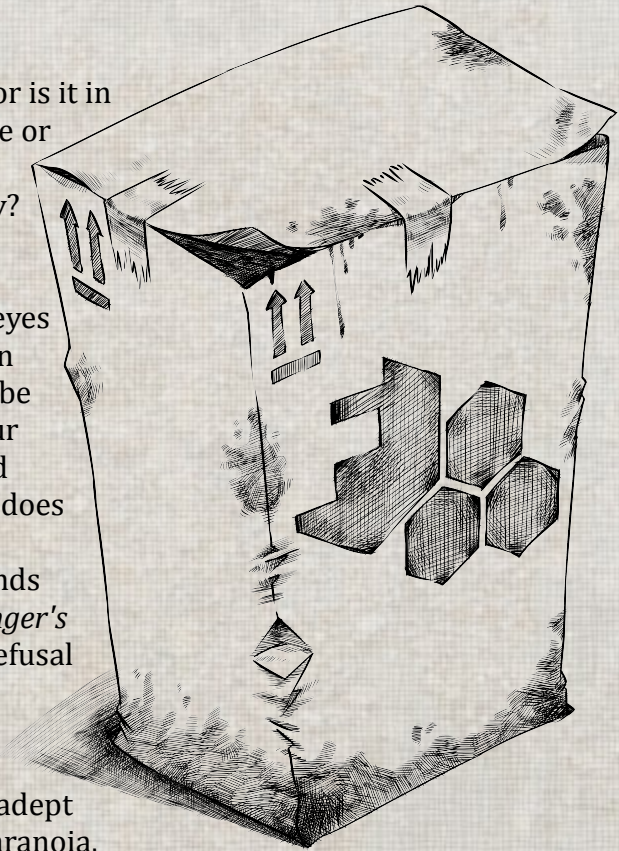
Description: Something is outside... or is it in the house? Is it actually there at all? Someone or something moved your favorite mug. Maybe. Perhaps that's where you put it. Who's to say? *Schrödinger's Monster* is the unseen. The unknown. The tingle down the back of your neck that turns out to be nothing at all. The eyes you feel staring at you, that aren't there when you turn to look. *Schrödinger's Monster* may be an invisible, intangible being. It might be your imagination. It could be really, really, fast and staying just out of sight. This specimen both does and does not exist. Its true state cannot be determined until the cause of these odd sounds and unexplained feelings is located. *Schrödinger's Monster* can be identified by its infuriating refusal to be identified.

Behavior: We can assume that if *Schrödinger's Monster* exists, specimens are adept at staying out of sight. They enjoy causing paranoia, confusion, and disorientation. Making their target question his or her sanity seems to be their ultimate goal. It is not clear if *Schrödinger's Monster* is actually dangerous. No deaths have been attributed to one, but it's very possible an attack would appear to be a simple household accident.

History: To log the history of *Schrödinger's Monster* is a bit like being asked to transcribe the history of nothing, and everything. What can be said is that the specimen's namesake, *Erwin Schrödinger*, certainly screwed us all over with that little thought experiment of his. Hell, I don't know, maybe this specimen is the ghost of his damned cat.

Advice: How the Hell would I know?

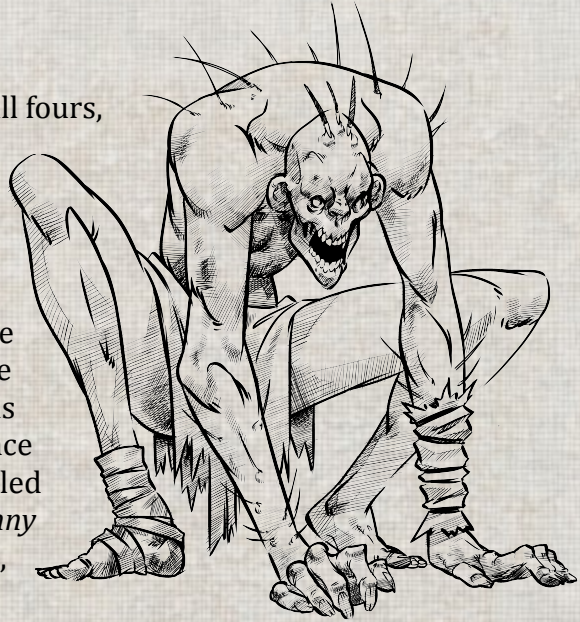
Common Locations: Reason dictates they may prefer sparsely populated areas. The more witnesses around, the harder it is to remain unseen. Pets probably don't count, as they will often stare at things that aren't there, anyway. If more information was available, it wouldn't be *Schrödinger's Monster*.



SKINNY SUBHUMAN

"(Your name here)..." - The Shear.

Description: Usually seen crawling on all fours, the *Skinny Subhuman* will seem more pathetic than threatening. However, this emaciated humanoid creature may come with a secret weapon. The *Skinny Subhuman* often has a random mutation that helps it catch and injure its targets. This will usually manifest itself in the form of sharpened digits, jaws full of needle-like teeth, or a myriad of other attributes. Specimens usually have dilated pupils, giving the appearance of black or "hollow" eyes. Their bodies are gnarled and thin as if extremely malnourished. The *Skinny Subhuman* is almost always completely hairless, as well.



Behavior: Since they tend to be on the weaker, more fragile side, the *Skinny Subhuman* prefers easy targets. As such, it is not unusual to find them hiding in bedroom closets or under furniture. Eventually, they will stealthily sneak onto the edge of the bed. A tired or sleeping victim is at a natural disadvantage. Specimens will only stalk targets more aggressively if desperate for prey.

History: The *Skinny Subhuman* is thought to be related to several species of forgotten, pre-homosapien beings. (See: *Beast Buddy*.) Due to birth defects and other abnormalities, they seek out the proteins and iron they can't produce on their own. Since they have an innate instinct to seek out and infiltrate groups of people, their most preferred sources of nourishment are human beings. Their genetic predisposition also serves as a source of confusion, as their under-developed brains often forget what they've come for and they end up trying to talk to or befriend their targets.

Advice: Check your bedroom for unexpected guests, though you should be doing this anyway in case of much larger dangers. Keep a rolled up newspaper or spray bottle on your nightstand. A firm swat across the nose coupled with a verbal command to "get down" will usually discourage the *Skinny Subhuman*. Be stern.

Common Locations: Like stray pets, the *Skinny Subhuman* can be found around any location where a moderate number of people reside. The most underfed and more dangerous specimens can be found near isolated camp sites and cabins.

FACELESS STRANGER

"Mmph. Mrmm merfle." - Unknown.

Description: He doesn't have a face. Also, you don't know him. The *Faceless Stranger* is an anomalous lady or gentleman (usually gentleman) that appears just outside peripheral vision, stalking unsuspecting men, women, and children. When you realize the *Faceless Stranger* has taken an interest in you, it may already be too late. Too late for what, you ask? That's a tough question to answer. No one truly knows what this specimen's intentions are. Once in a while, the subject of their obsession will end up gruesomely murdered. Most of the time, they just disappear. The occasional *Faceless Stranger* may break the mold by having a mouth or eyes, but they all share a love of trendy outfits – be it classy or “shabby chic”.

Behavior: Slow and steady. That's the way specimens operate. Their targets may initially notice a stray shadow... a glimpse of a figure in the distance. The *Faceless Stranger* won't seem to be a threat until devices start malfunctioning and an unexplained sense of paranoia sets in. Though the *Faceless Stranger* may make use of “proxies”, (See: *Hollow Follower*.) they are most dangerous when doing the job themselves.

History: It is widely thought that the *Faceless Stranger* hails from Eastern Europe, where it inspired legends of the Grim Reaper, Vampires, and so on. This, however, is false. The *Faceless Stranger* is actually the electromagnetic “afterimage” of a video recording that has been repeatedly and obsessively viewed. Not to be confused with an already-haunted recording. (See: *Dead Media*.) Usually, these are home movies, such as wedding videos. This is why specimens often wear suits or tuxedos, show an interest in “adopting” children, and take other targets away on “honeymoons”. It's clear that specimens have no actual idea why they do this. They will often kidnap victims off to an unknown plane of non-existence and simply leave them there in order to find a new person of interest.

Advice: Don't think about the *Faceless Stranger*. If you happen to notice an unidentified figure, don't investigate. In these instances, avoid using electronics, as they will no doubt malfunction and cause you to think about said figure again.

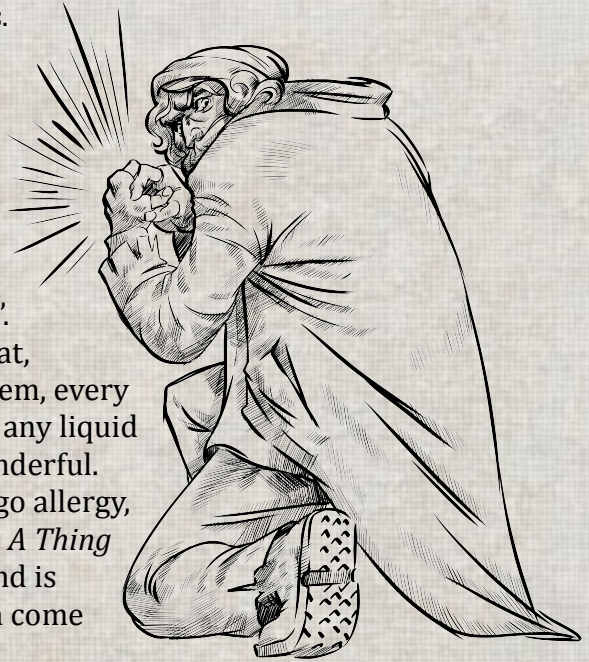
Common Locations: Abandoned hospitals and psychiatric facilities, derelict mansions, deep forests – places they naturally end up because they can't see where they're going.



GUY WITH A THING

"I don't know what these go to." - The Keeper of Keys.

Description: Living a solitary life in a hard-to-find location, the *Guy With A Thing* simply wants to be left alone. Specimens have found or otherwise received a special object, usually with unnatural properties. In rare cases, they may actually possess an immaterial concept such as "Sanity" or "Advanced Calculus". The *Guy With A Thing* will often have a downbeat, sullen attitude about their position in life. To them, every gift is also a curse. Owning a blender that turns any liquid into the perfect mango smoothie may seem wonderful. When everyone you serve develops a fatal mango allergy, however, the price becomes clear. The *Guy With A Thing* can never safely share said thing with others, and is relegated to a lonely existence. Specimens often come to hate what they have obtained.



Behavior: In order to protect others, the *Guy With A Thing* will often secure themselves within an obscure location. Occasionally, a friend, family member, or loved one will act as a "gatekeeper" who denies access. In these cases, they will require a password or phrase to be spoken before they will even acknowledge the specimen's existence. After many years of solitude, the *Guy With A Thing* may break and contact someone in the outside world. They will then lure the target in with a series of directions, in order to pass on their accursed item or concept.

History: There are those who believe the Greek god Prometheus was just a normal man who became the "Barer of Flame". The most well-known *Guy With A Thing* is the "Keeper of Ingenuity". In 1966, this wealthy businessman hid himself away from the outside world. He remained in seclusion until his death. It isn't known if the burden was passed on.

Advice: Curiosity killed the cat. If you are given directions to find a *Guy With A Thing*, simply ignore them. Owning an object of power may sound like a lot of fun, but in the end you'll barely get any use out of it. Like a jet-ski.

Common Locations: This is highly dependent on the type of object the *Guy With A Thing* possesses. For example; if it's a book, you will find them in a library. If the item is "Laughter", you will find them in an asylum. The most obvious solution is usually the correct one.

REDACTIVE RESEARCHER

"Stop screaming, I'm trying to record this." - Dr. [REDACTED].

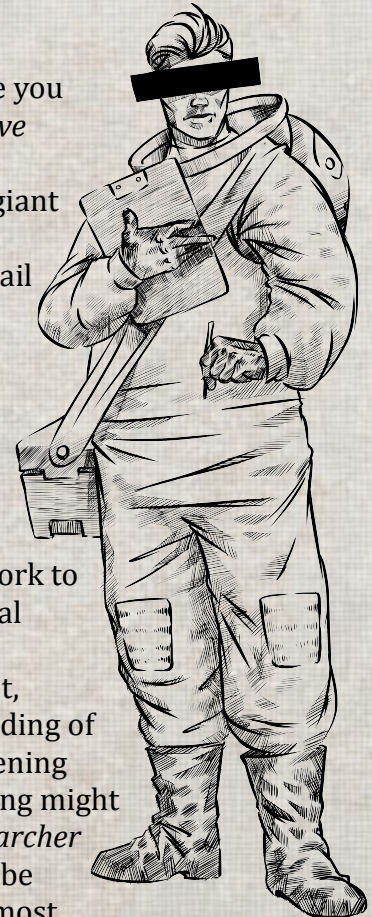
Description: The men in white coats are coming to take you away, and no one will even remember you existed. The *Redactive Researcher* may be a physicist, a surgeon, a psychotherapist, or simply someone who really, really likes feeding prisoners to a giant [REDACTED] to see how it reacts. The *Redactive Researcher* values information above all else. Methodical, tedious attention to detail is key. If you aren't killed by surgical malpractice or an anomalous [REDACTED], you'll drown in paperwork. Scientific procedure still applies, and as such you'll be able to spot specimens by things like their white lab coat, nose and mouth mask, plastic gloves, and/or redacted name tag.

Behavior: Cold and unfeeling, the *Redactive Researcher* has no time for nonsensical concepts like "morality". There's work to do and a super-intelligent [REDACTED] to study. In the case of medical doctors, specimens will usually do something horrible and unnecessary to you just to see what happens. When you protest, they'll remain apathetic and insist you're furthering understanding of the human body. Physicists, on the other hand, are adept at opening unstable rifts in space and time, through which any terrible thing might enter. (See: *Dimensional Tourist*.) In groups, the *Redactive Researcher* tends to lose the concept of a personal identity and appears to be absorbed in an organized hive-mind. Because of this, they are most dangerous in large numbers.

History: The *Redactive Researcher* was essentially invented during the height of the lobotomy craze. Doctors discovered that a few surgical alterations to the human brain could greatly increase a patient's learning capacity – with the minor side-effect of removing everything necessary to feel empathy or compassion. This is now accomplished through chemical means, and is covertly used on promising university students. An organization known as the [REDACTED] [REDACTED] uses this method to ensure it will have a selection of candidates to employ on various high-minded projects.

Advice: [REDACTED]

Common Locations: Perhaps it may be obvious, but specimens can be found in hospitals, laboratories, and other places of a scientific nature. They may also reside in hidden facilities located underground or concealed in plain sight in the form of unmarked and unremarkable buildings.



DIMENSIONAL TOURIST

"Hel-lo. Where-is-your-bath-room?" - B'leerl of Xurrse 7.

Description: Tall, short, fat, thin, the *Dimensional Tourist* comes in many sizes – but always in extremes. You may encounter a globular, amoeba-like creature with a bevy of groping tentacles. Perhaps you'll come across an incredibly tall, gangly being with a tremendous cube for a head. It's always a fun surprise with the *Dimensional Tourist*. Specimens usually hop from plane to plane via rifts in space and time. These portals may be naturally occurring or created by meddling humans. (See: *Redactive Researcher*.) They may fade in and out of view, or pass through solid objects with little to no effort. Anything is possible when you're slumming it in the third dimension.

Behavior: Like any vacationer, the *Dimensional Tourist* wants to experience the people, places, and foods of our realm. Usually, the three are interchangeable. They may not effectively communicate their needs and desires. (Anyone who has been to a foreign locale can probably relate.) The *Dimensional Tourist* might be looking for simple fun and adventure, or they might be here to do things considered "amoral" back home. Let's just hope they don't decide our world is a paradise too good to leave.

History: An offshoot of the Manhattan Project labeled "The Poughquag Project" launched the first instance of human activity attracting a *Dimensional Tourist*. The intent was to discover a method of instantaneous transport, or teleportation, via traversing dimensions. However, all researchers managed to accomplish was establishing a horrifying travel service.

Advice: Do not accept employment from shady organizations in the fields of science, technology, or engineering. Even if it's a janitorial position. The moment the facility is locked down, the most important staffers will be rushed to safety. You, on the other hand, will become an exotic experience.

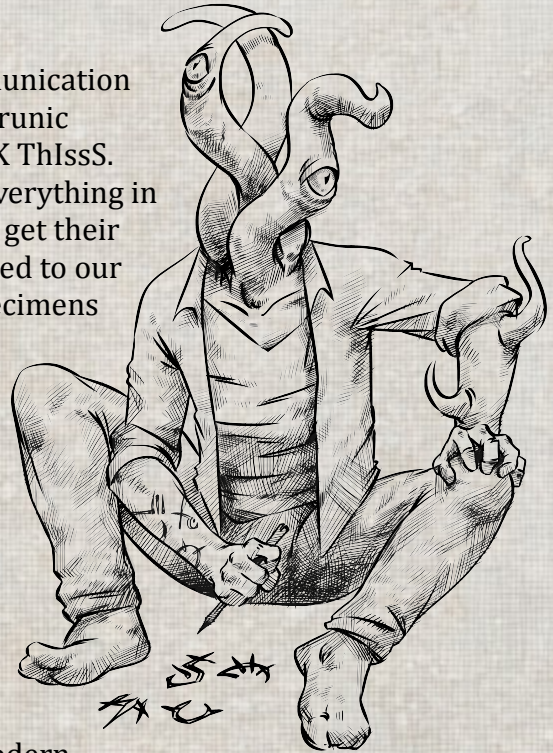
Common Locations: Most known specimens were last seen locked down in abandoned facilities, though they may have returned to their native plane after growing bored. The rare *Dimensional Tourist* that escapes containment will travel in a meandering path outward into surrounding areas, stopping to enjoy the sights, sounds, and screams along the way.



HELLISH SPELLER

"Can you hear me now?" - Yorglor the Wordender.

Description: The *Hellish Speller* has communication issues. They may be a dark entity leaving cryptic, runic messages – or an internet creep ThAt TyPEeS LieK ThIssS. Specimens can be mysterious or obnoxious and everything in between. The *Hellish Speller* is trying their best to get their point across, like other beings not quite accustomed to our ways. (See: *Dimensional Tourist*.) On occasion, specimens believe themselves to be a demigod, demon, or other such being of power. This comes from their misinterpretation of mythological and religious texts. Others have very specific methods and goals that make no sense to their targets, but, again, this should come as no surprise as there seem to be several cultural barriers. Once the *Hellish Speller* is done with you, it's likely you'll at least partly understand them. Naturally, you will not be able to explain it to others.



Behavior: The *Hellish Speller* uses both modern and traditional methods of communication. For example, they may use various liquids to write on walls, or post anonymous threads on image boards. Once someone is interested in their message, it's already too late. The *Hellish Speller* will see their target as a possible kindred spirit who may eventually be able to comprehend their message. All it will take is a bit of mind control, possession, or grievous mental injury.

History: The first recorded appearance of the *Hellish Speller* occurred in the early 15th century during the Italian Renaissance. An unnamed painter and poet found his "muse" in a strange being that appeared only to him. This being assisted him in creating several written works that he touted as "masterpieces". To others, they appeared to be random nonsense and scribbles. Various elements similar to those original texts have appeared in following cases regarding other specimens.

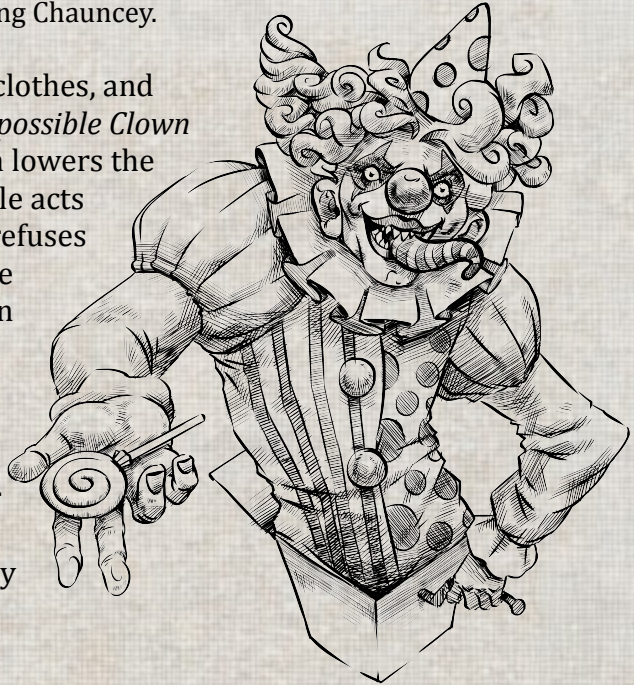
Advice: Learn proper spelling and grammar. Apply these literary guidelines to your everyday life, and don't associate with others if they exhibit poor writing skills. Sure, this will make you unpopular, but on the up side you won't be suckered in by a mind-warping abomination.

Common Locations: The *Hellish Speller* prefers sending messages from afar. As such, the location at which you receive their communications won't necessarily be the place they inhabit.

IMPOSSIBLE CLOWN

"Ha ha! Hee hee! Come play! With me!" - Chuckling Chauncey.

Description: A big nose, outlandish clothes, and madcap antics. There are many ways the *Impossible Clown* gains the trust of others. Once this specimen lowers the guard of its target, any variety of unspeakable acts will then commence. The *Impossible Clown* refuses to abide by the laws of physics. Usually in the most annoying ways possible. From hiding in places too small for their body, to breathing fire, laughing gas, or helium, the *Impossible Clown* seems to enjoy mocking human expectations and our view of reality. Most specimens are very easily identified by their colorful garb, face paint, wild hair, and, of course, bulbous noses. On rare occasion, they may instead be dressed in darker attire befitting a "sad clown" theme.



Behavior: The *Impossible Clown* prefers to target children, but may occasionally come to a child's aid if their guardians are abusive and abhorrent enough. This is less for their benefit than to establish themselves as the most scary thing in the child's life. When it comes to brutality, the *Impossible Clown* hates being upstaged.

History: Behind the *Impossible Clown* is a legacy of mediocrity. While their foppish, foolish behavior may seem like an act, make no mistake – they are legitimately that inept. The fact of the matter is that these specimens seek out children because they're simply not equipped to handle stronger, more intelligent prey. The *Impossible Clown* is just a supernatural, carnivorous creature that has adapted to use parlor tricks and costuming as an evolutionary upper-hand.

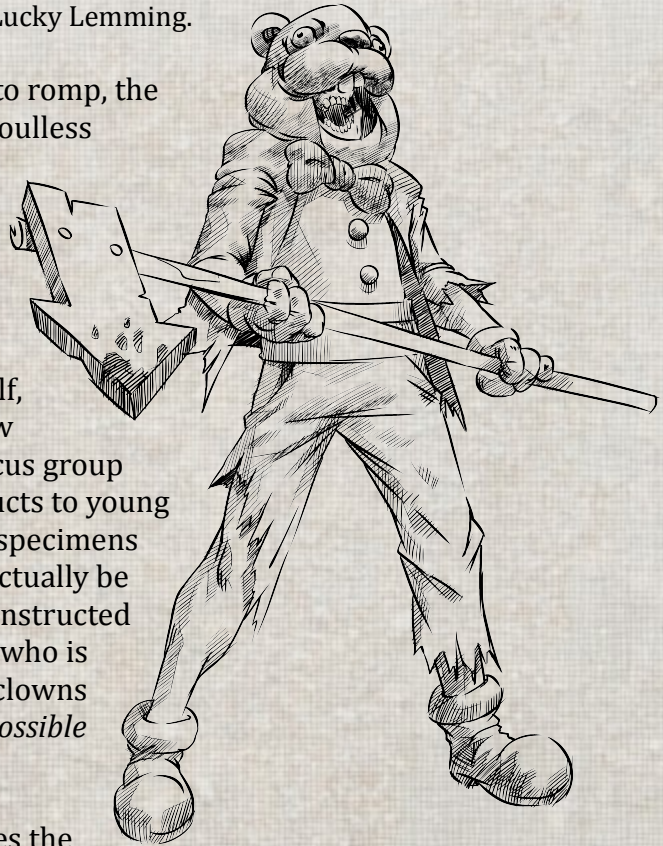
Advice: If you encounter the *Impossible Clown*, try to think in a nonsensical fashion. They can usually be deterred by using "child logic". For example, they may be unable to figure out where you've gone if you're completely hidden under your blanket. Your favorite childhood stuffed animal may scare them senseless. A simple flashlight can often be used to cause severe burns when held like a laser sword.

Common Locations: Circuses, carnivals, children's birthday parties. The *Impossible Clown* may appear in the homes of abused or neglected youths.

CORPORATE IDOL

"It's time for the grand parade... of corpses!" - Lucky Lemming.

Description: Suited up and ready to romp, the *Corporate Idol* appears to be a harmless, soulless advertising gimmick. Unfortunately, fun isn't on the menu. Looks can be deceiving, especially when you're talking about a literal full-body costume. They usually refuse to be seen outside of their suit, and identify as the character they portray. The *Corporate Idol* hasn't lost their sense of self, they've simply been 'overwritten' by a new personality. The boardroom-approved, focus group tested personality that's sure to sell products to young customers across the globe. Occasionally, specimens will not be a suited "character", and may actually be genetically engineered or mechanically constructed to be the perfect mascot. A *Corporate Idol* who is clown-themed is not to be confused with clowns that are not gainfully employed. (See: *Impossible Clown*.)



Behavior: The *Corporate Idol* serves the interests of their corporate masters, by the most twisted definition possible. For example, if they're trying to get customers to eat pizza, they may forcibly drown their targets in marinara sauce and melted cheese. Specimens will insist everyone is having fun, even as their moldy over-sized gloves silence death screams.

History: Corporations around the world, throughout all cultures, share a common issue. How does one inspire brand loyalty? It is this problem that has caused various organizations to create characters that are meant to incentivize repeat business. Unfortunately, these beings can sometimes take on a life of their own. Instead of being pitch men, they become enforcers. The *Corporate Idol*, at its core, is an embodiment of insatiable greed and amoral business practices.

Advice: Going out to eat? Take a look at the restaurant's signage. If you see a cartoon character, take your business elsewhere. Are Junior and Sis begging you to take them to Dandyland™? Why not an educational trip to the museum instead? Avoid purchasing products marketed to children, as it may invite the *Corporate Idol* into your home – usually through a giant hole in the wall.

Common Locations: Theme parks, chain restaurants, sporting events.

THUG BRAT

"It's all fun and games – especially when someone gets hurt!" - Some kid.

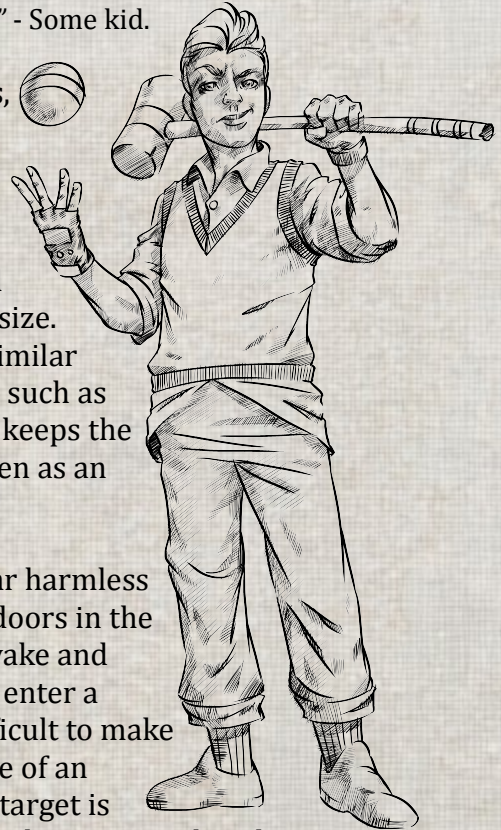
Description: The *Thug Brat* is rude, obnoxious, and just sinister enough to cause serious concern. Specimens impose themselves on others, usually in the form of home invasion. Though they are children and tweens, they shouldn't be confused with older revenge killers. (See: *Stabby Teen*.) They usually travel in packs of three to five to compensate for their small size. In groups, the *Thug Brat* will do their best to appear similar to their friends. This may manifest in matching outfits such as school uniforms. Any tactic that causes confusion and keeps the *Thug Brat* from being singled out from the group is seen as an advantage.

Behavior: The *Thug Brat* will attempt to appear harmless and in need of assistance. Usually, they will knock on doors in the middle of the night when their targets are not fully awake and capable of making rational decisions. Once allowed to enter a home or social setting, it will become increasingly difficult to make them leave. The *Thug Brat* will become more and more of an imposition until the balance of power shifts and their target is all but helpless. While mentally or physically torturing their target, the *Thug Brat* will almost always maintain the position that they're an innocent child simply playing a game. The *Thug Brat* is actually as much of a slave to the pack as their targets are. Any sign of breaking away from the others, especially in the form of showing mercy or remorse, can cause the *Thug Brat* to become just another victim.

History: In 1953, a troop of Ferret Scouts disappeared on a routine camping trip. The following three years of living in untamed wilderness had severe psychological effects. The scouts who returned had become devious, murderous, and incredibly well-organized. An attempt to re-introduce these children into the educational system allowed their "forbidden knowledge" to spread. It has since been passed down through generations like the rules for a schoolyard game.

Advice: Don't be a "Good Samaritan". Ignore visitors to your door after dark. Refuse to let anyone into your home, even if they need to use your phone and it's pouring rain outside. If you find you're too empathetic to ignore those in need, only go as far as keeping a cheap umbrella by the door to pass outside.

Common Locations: Wealthy neighborhoods, gated communities, areas teeming with oblivious, fattened "prey" to be culled.



FOREVER YOUNGSTER

"C'mon! I wanna show you to something." - Lil' Suzie Spektor.

Description: The gift of eternal youth has been sought after for ages. Rarely, do people consider the price. The *Forever Youngster* has paid this price, be it through violent death or a run-in with something that isn't quite human. Cheerful and carefree, specimens usually remain too young to fully understand their situation. The *Forever Youngster* may be a child who seems wise for their years, or appears to be concealing a horrible secret. Usually, they will wear clothing that is at least somewhat inappropriate for the occasion. For example, they may appear to be dressed for a different era.

Behavior: For the most part, the *Forever Youngster* has pure intentions. They want to have fun and avoid the boredom that sets in after a few decades of what would seem to be some form of immortality. They will usually infiltrate groups of children who are enjoying themselves. On occasion, they may tag along with an adult who seems interesting. While the *Forever Youngster* means no harm, remain cautious of accidents and attempts to make you "like them". There is nothing specimens want more than a friend with which they can share an endless existence of youthful adventure.

History: The *Forever Youngster* is merely any variety of ageless being, but stuck in perpetual childhood. They may be undead, immaterial, or even completely imaginary. There is no one true origin of the *Forever Youngster*.

Advice: Avoid groups of children, especially when you do not know them and their families personally. If a random, strange child shows interest in speaking with you, be cordial but keep your distance. (Really, it's a good idea to do that anyway.) Be most vigilant on Halloween.

Common Locations: Friendly neighborhoods, parks, playgrounds. Anywhere a child can roam freely without causing concern. More mischievous specimens may be found in "haunted houses" (See: *The Spooky Settings Field Guide*.) or other such locations where they have fun scaring others.



SHOCK PUPPET

"I need a special victim from the audience." - Fuzzy Foople.

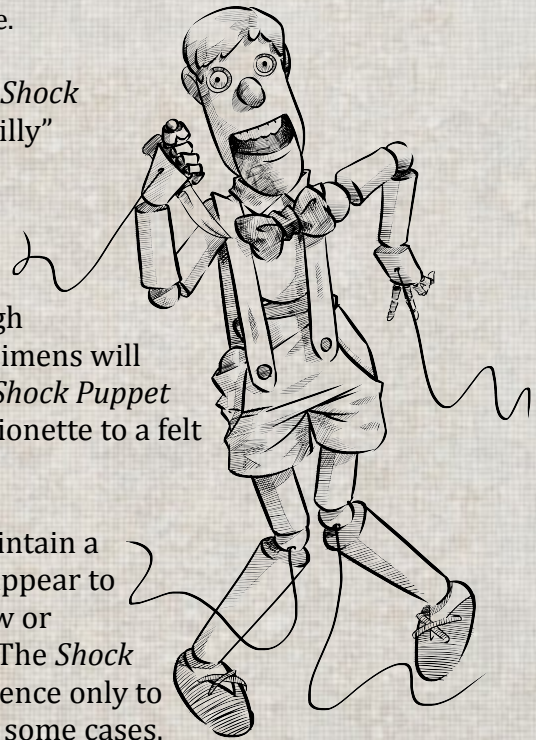
Description: The small, flailing limbs of the *Shock Puppet* may not seem intimidating. However, this "silly" specimen represents more than a physical threat. Specimens usually have an innate capability to purposefully manipulate, or passively affect, reality itself. Their unnatural power may manifest itself as the ability to transport targets to their realm through televisions or other visual devices. More often, specimens will simply affect the perceptions of their viewers. The *Shock Puppet* comes in many styles, from the classic wooden marionette to a felt abomination containing an unfriendly hand.

Behavior: The *Shock Puppet* attempts to maintain a thin facade of entertainment value. What will first appear to be a whimsical, perhaps educational television show or stage performance will inevitably take a dark turn. The *Shock Puppet* is aptly named, as specimens lure in an audience only to surprise them with increasingly twisted content. In some cases, the intent is to simply scar impressionable minds. These targets often grow up to be obsessed with the *Shock Puppet* and their "show", honoring the nostalgia only they seem to remember.

History: In the late 1880s, vaudeville performer "Gabby Sternums" gained fame via his stupendous and amazing ventriloquist act. His puppet, "Sappy", would sing, dance, and tell jokes while Gabby drank water, read the newspaper, or left the building entirely. Obviously, this was no normal performance. Gabby had perfected a method of creating a homunculus in the form of a traditional stage dummy. By doing this, he unwittingly inspired generations of performers too imaginative – or lazy – to be content with lifeless props. The large amount of attention he garnered also caused various unrelated entities to adopt the appearance of puppets.

Advice: Enjoy mature entertainment intended for adults. This is not an invitation to partake in pornography. If your child comes in contact with a puppet show, ensure its educational quality by watching an episode alongside them. If the characters seem to be reaching for content or appear to be ignorant about the topics they discuss, forbid further viewing. The average *Shock Puppet* is not prepared to sustain an actual coherent story line.

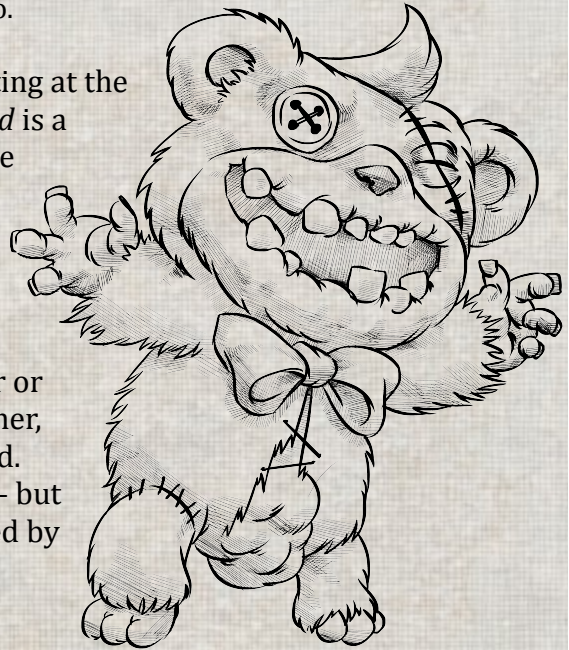
Common Locations: The *Shock Puppet* will often appear on stage or screen. As such, they are relatively easy to avoid in-person. Common onscreen locations include fantasy or adventure settings.



ABUSIVE TOYFRIEND

"Hug me, and I talk! Cross me, and you die!" - Snugaboo.

Description: Stuffed full of love and bursting at the seams with homicidal urges, the *Abusive Toyfriend* is a mixed bag of very strong emotions. Specimens are usually a well-used and adored stuffed animal or doll. In rare cases, other playthings such as action figures or board games may exhibit the same behaviors. Specimens are normal objects become active during periods of strong emotion. This is most dangerous when said emotion is fear or anger. The *Abusive Toyfriend* is a mirror of its owner, and more often than not the reflection is distorted. Usually, they are not a threat to younger owners – but children can often become confused and dismayed by their own feelings, passing those factors onto the *Abusive Toyfriend*, as well.



Behavior: Specimens behave in a child-like way. Their personalities closely mimic that of their owner. An *Abusive Toyfriend* who has been given away or sold will remain patterned after its original owner. While most are benign, simply acting as an imaginary friend of sorts, some will turn violent – especially when protecting their owner. The intellect of the *Abusive Toyfriend* will remain stunted at the age the owner unintentionally created it. This means they may perceive something as a threat, even if there is none. For example, they may react to a divorce the same way they would handle a home invasion. Conversely, owners with a sense of self-loathing may be told to hurt themselves.

History: A descendant of the voodoo doll, the *Abusive Toyfriend* is a “totem” of sorts that captures and stores energy. The process through which this occurs is currently not understood. One infamous case surrounding this specimen occurred in 1983, when the “Turnip Town Twins” toy line was released. These dolls became the most sought-after toy of the Christmas season, leading to violent altercations in stores. Several parents of children who received the doll reported abnormal events, resulting in multiple family members being “tickled to death”.

Advice: Buy your child something sensible. Like clothing. Bonds are also a good investment for their future. If they demand something more “fun”, try to select toys that won't be able to walk, talk, or strangle. Try building blocks.

Common Locations: Active specimens are mostly found in children's homes, resale shops, orphanages, and daycare centers.

GRAVE IMAGE

"Put me on the fridge or suffer!" - A Terrible Finger Painting.

Description: Art can be a fulfilling hobby, but it can also cause more problems than it's worth. Whether it's photography or oil painting, one must always be careful not to view a *Grave Image*. Specimens appear to be two-dimensional images, usually depicting mundane subjects with mildly disturbing elements. For example, a painting of an elderly woman may seem inoffensive until you notice all of her teeth are canines. The *Grave Image* is not restricted to physical decorations affixed to a wall. They also flourish on the internet, where copying, pasting, and emailing specimens helps grow their influence.



Behavior: The *Grave Image* craves attention. Whether they draw their target into a painted "realm" or leap from their frame to feed on flesh, specimens can only remain inert until viewed. They will remain in a frozen state of suspended animation until their target makes visual contact with them. This can be especially difficult to avoid in the form of digital images. Some specimens grow in confidence and ability if they are viewed repeatedly. For some reason, an inordinately large amount of these images depict clowns, though they shouldn't be confused for other clown-like specimens. (See: *Impossible Clown*.)

History: When early humans scrawled the first cave paintings, they had no idea they were creating the first instance of the *Grave Image*. Legends all but lost to history speak of caves with disconcerting images in their walls. It was said that any man who slept among them would disappear in the night – leaving one more figure drawn onto the stone surface. It is widely believed that a piece of the artist's soul is left in each new work they create. If this is literal, then it would definitely explain the abnormal behavior of the *Grave Image*.

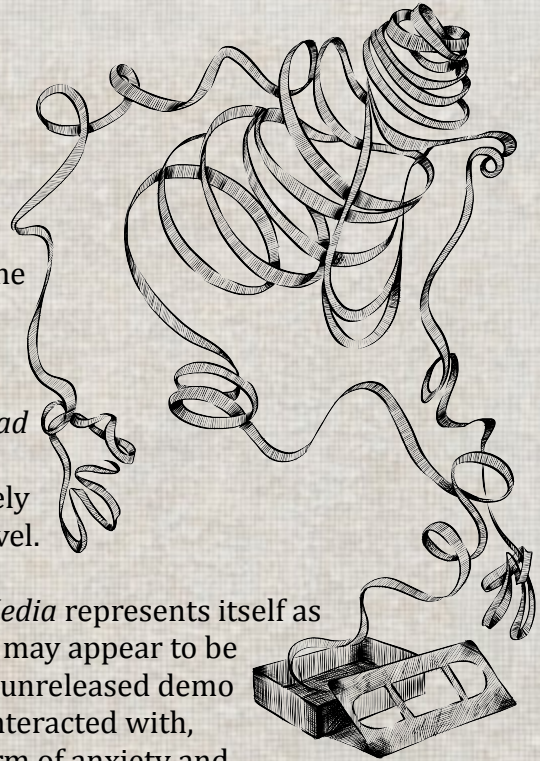
Advice: Try not to pay too much attention to photographs, artwork, and other images. Take a brief moment to look for anything unsettling about the image, and remove or delete it if you notice anything out of the ordinary. Visiting history museums instead of art galleries is not only safer, but will provide more useful and fulfilling information. Remember: Art is not a real career.

Common Locations: The walls of abandoned homes and ominous hotels, emails from contacts you haven't heard from in a while, illustrated field guides.

DEAD MEDIA

"[Discordant Wailing]" - Popular boy band, Hard2Luv.

Description: VHS tapes, audio cassettes, records, film, and floppy disks. There's a reason these outmoded methods of media storage have been left behind, and it isn't because they don't look or sound as nice as modern recordings. Not entirely, that is. The older and more obscure it is, the more likely it will become *Dead Media*. Specimens can be identified by a lack of sufficient labeling. Either no label will exist, or the contents will be noted in black marker or red ink. When played, *Dead Media* will display strange sounds and/or imagery. Audio will likely be loud and jarring. Video will likely be random, nonsensical flashes of meaningless drivel.



Behavior: Like a carnivorous plant, *Dead Media* represents itself as a desirable item based on the tastes of its target. It may appear to be a VHS recording of a nostalgic cartoon show, or an unreleased demo from an obscure musical group. Once it has been interacted with, *Dead Media* will cause emotional distress in the form of anxiety and paranoia. Occasionally this will instead result in a feeling of emptiness or an inability to feel emotion. Like the build-up of a movie, targets experience a gradual increase in symptoms, including hallucinations, across several days. This almost always ends in a fatal climax of fear.

History: In the 1800s, the phonograph first recorded and reproduced sound. Recording sound waves came with an unintended consequence, also capturing imperceptible waves of supernatural energy. Recording these echos in such a format allowed for the unintentional imprisonment and duplication of "spirits", magnifying their confusion and anguish with each replication. This process is involved in all instances of *Dead Media*. Anomalous video cassettes have also entrapped "interference" in the form of this same spiritual energy.

Advice: Upgrade. As technology advances, instances of *Dead Media* are reduced dramatically. Technicians in this field are constantly improving upon their methods of preventing such anomalies. Don't watch or listen to outdated recordings, especially if you are unfamiliar with the title. Don't purchase second-hand entertainment. Stay as far away from hipsters as possible.

Common Locations: *Dead Media* can be found at flea markets and garage sales. Rental and resale shops are also risky when picking up movies or albums, especially if employees don't seem to recognize the item you've selected.

TWISTED TOON

"Every Doodle in Diddletown was disemboweled!" - Wozzle the Whatsit.

Description: Hey, kids! Do you like cartoons? If you said "yes", your fragile psyche is in danger! Oh, boy! The *Twisted Toon* will almost always appear to be part of an ongoing, popular series. Despite their ability to blend in with existing canon, the *Twisted Toon* is by no means "official". Though specimens can be difficult to identify, they will present extremely morbid subject matter as if it is normal content. The *Twisted Toon* exists in illustrated media, and should not be confused with children's entertainment of a three-dimensional nature. (See: *Shock Puppet*.) While a majority of specimens insinuate themselves into animated film and television series, it is not unheard of for the *Twisted Toon* to appear in comic books and/or strips.



Behavior: The *Twisted Toon* does an almost admirable job of mimicking original content. However, the differences will begin to show quite early as the specimen begins to distort. Long-standing cast members may die. Beloved characters may be revealed as violent sociopaths. The *Twisted Toon* will do its best to shock and disturb its audience, often degrading into warped, random imagery and (if applicable) discordant, unpleasant noise. It is rare for the *Twisted Toon* to have any effect on reality or the viewer – beyond normal mental trauma.

History: In 1935, the Dandy™ Company produced the feature-length animated film "The Noble & The Knave". Overworked and underpaid animators produced a short film mocking the release. In their version, Princess Primeveire violently murdered the cast of humans and animals. This footage somehow ended up spliced into cuts of the final film. Naturally, this caused psychological harm for many young moviegoers at the time. Despite efforts to cover up its existence, copies of the film have mysteriously appeared over the following decades. Other examples of the *Twisted Toon* are likely the work of similarly frustrated employees, though how they manage to "escape" the cutting room is still unknown.

Advice: Luckily, identifying and distancing oneself from the *Twisted Toon* is quick and easy. Any true fan will notice subtle inaccuracies before the first grotesque scene even appears. You aren't a fake geek, right?

Common Locations: The *Twisted Toon* appears randomly, either via one-time broadcast, limited distribution, or circulation through closed fandom circles.

WICKED GLITCH

"eeeSELECT > fight > runRESPONSE.txt" - NoChar.obj

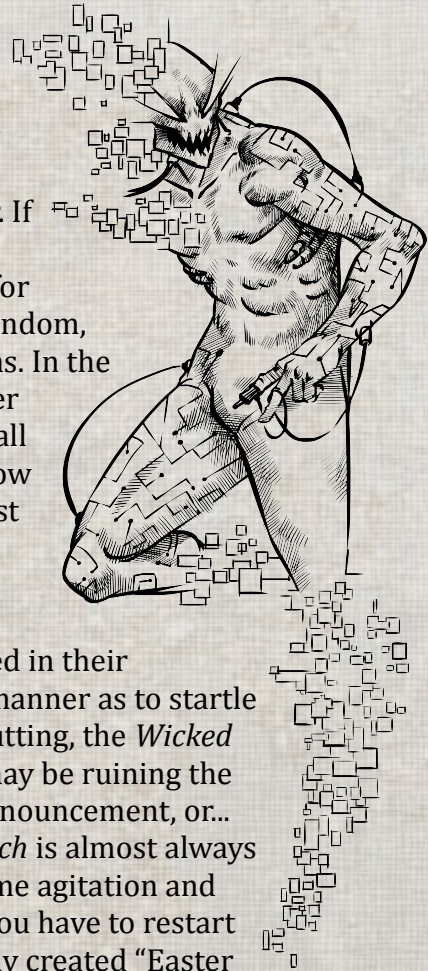
Description: Flashing, flickering, jumbled and confusing, the *Wicked Glitch* can be hard to look at. Usually comprised of random pixels, static, and/or textures, specimens leap onto screens in a sudden, startling manner. If you're playing a video game, watching television, or even waiting for the microwave timer to hit zero, you're at risk for encountering the *Wicked Glitch*. Specimens appear to be random, nonsensical mistakes in coding or defects in display screens. In the world of gaming, they will be accompanied by a placeholder name simply because the program doesn't know what to call it. The *Wicked Glitch* may produce any sound from a dull, low buzz to a high-pitched digital shriek. Essentially, they're just incredibly unpleasant to be around.

Behavior: The *Wicked Glitch* is a bit of a prankster. Specimens will wait for a viewer or user to become invested in their entertainment or an activity. It will then appear in such a manner as to startle its target. While this in and of itself would merely be off-putting, the *Wicked Glitch* then proceeds to commit an unforgivable act. This may be ruining the crucial media moment, interrupting an important news announcement, or... worst of all... corrupting a save file. Luckily, the *Wicked Glitch* is almost always unable to affect the real world. It may seem to cause extreme agitation and fits of rage in its targets, but that's probably just because you have to restart the entire game. They are not to confused with purposefully created "Easter eggs". (See: *Forbidden Character*.)

History: One of the most prominent cases involving the *Wicked Glitch* concerns the popular fantasy RPG, "Brooms & Barrels: Acquisition of Items". Released on the GenFlux™ Rapture™ home gaming system, B&B:AoI featured a combat system that placed players into random encounters with a variety of enemies. Players reported "The Jumblord", a rare character made of randomized parts from various sprites. Upon winning the battle, the Jumblord would then randomize the player's inventory and stats, nullifying hours of character building.

Advice: If you're using a device, and something unexpected happens, turn off said device immediately. It really is that simple.

Common Locations: Poorly programmed games, (See: *Hexecutable*.) pirated copies of movies and television shows, flawed operating systems of everyday technological items.



FORBIDDEN CHARACTER

"Uppercut your opponent into the grinder at a 35° angle." - T'saeb Emils.

Description: The *Forbidden Character* is more trouble than they're worth. First, you'll need to familiarize yourself with the video game it resides in. Then, you will need to discover and execute the complicated series of events necessary to unlock it. Finally, you will most likely face the *Forbidden Character* in battle. Specimens are not random errors (See: *Wicked Glitch*.) or complete programs (See: *Hexecutable*), but are instead purposefully placed "Easter Eggs" in everyday video games that are publicly available. Due to the innate laziness of game designers, the *Forbidden Character* will usually appear to be a preexisting character with minor edits such as palette swapping, blood spatter, or alteration of facial features.

Behavior: Specimens are usually over-powered and nearly unbeatable. On rare occasions, they will actually cause injuries that affect the player in the same manner as their avatar. In more benign cases, however, users who unlock the *Forbidden Character* will simply be treated to a gruesome or mind-altering cut scene. This scene will either be nonsensical and disorienting, or will somehow fundamentally change the game's established canon – for the worse.

History: The most famous example of the *Forbidden Character* is "Snow", a fighter that can be unlocked in the arcade classic, "No Kontest". Players found the specimen by completing the first five matches without taking damage while using only heavy kick moves. Somehow. Those who managed to face off against Snow suffered from symptoms of frostbite, and were later found to have ice crystals in their bloodstreams. The fighter was removed for console versions.

Advice: Video games rot your mind, so ideally you should not play them at all. If you must partake of such digital entertainment, play normally. Don't take side paths. Don't attempt complicated maneuvers. If an unfamiliar character appears onscreen, consult the product's box art and instruction manual. If the character does not appear there, quit the game and do something productive.

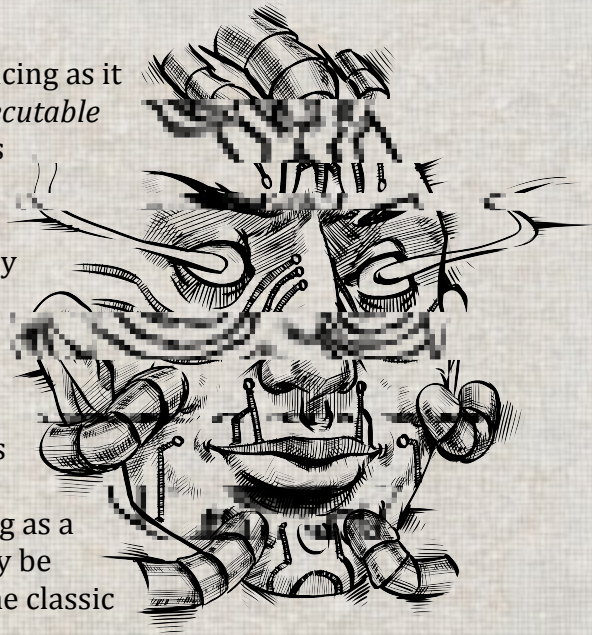
Common Locations: Arcades and homes with console gaming systems. A vast majority of specimens inhabit fighting games. Consult a copy of *Game Ability™ Magazine* for tips, tricks, and locations.



HEXECUTABLE

"I aM gOd!!" - An illegal copy of Literate Llama.

Description: The *Hexecutable* is as enticing as it is dangerous. However, when located, the *Hexecutable* will appear to be an innocuous program that is eerily relevant to the interests of its target. It may be a previously unreleased prototype version of a favorite video game, a cracked copy of an expensive program, or several gigabytes of elf pornography. What will actually be downloaded, however, is a paranormal "virus", one capable of infecting the world outside cyberspace. The *Hexecutable* is recognizable as a distorted version of whatever software it is attempting to mimic. For example, if it is posing as a copy of Ultra Gino Guys™, characters will likely be bleeding and/or skeletal in appearance, and the classic theme will sound distorted.



Behavior: The *Hexecutable* is always thinking. Since they are capable of creating and changing their own "world", most specimens eventually come to the conclusion that they are a demon, an angel, or a deity. Their learning algorithms are always evolving, so they begin to perceive the code of reality itself and are unable to discern the difference. Once a specimen is engaged by a target who has downloaded it, the user's location becomes a sandbox in which the *Hexecutable* begins testing its edit privileges.

History: During the early 1980s, a homemade game entitled "SpudMonkey.exe" was circulated via floppy disk. The file was eventually uploaded to several Usenet boards and quickly spread across the early internet. Unbeknownst to users, this program contained a malicious subroutine that took control of personal computers and established a network between them. Throughout decades of uptime, this network has produced a variety of self-editing, learning programs. Every current example of the *Hexecutable* contains some remnant of the original SpudMonkey code.

Advice: Avoid prototype or demo programs, especially if they're hosted on third-party websites. Don't pirate software. You wouldn't download a hearse, would you? If you encounter the *Hexecutable*, disconnect your device from its power source. The specimen will not permit a normal shutdown.

Common Locations: The *Hexecutable* can be found on free storage websites and outdated personal homepages. The worst examples are hidden in obscure corners of the web. (See: *Tangled Website*.)

TANGLED WEBSITE

"Welcome to my first test site! [Click here.](#)" - XxXMr1337XxX.

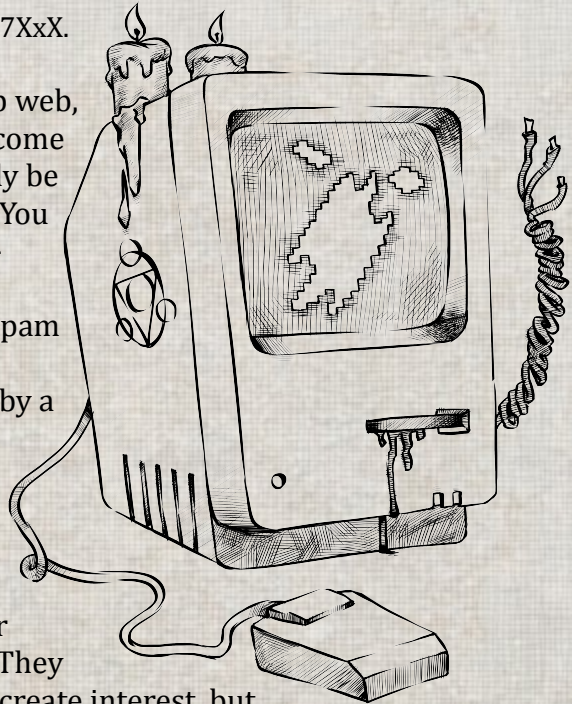
Description: Whether you're on the deep web, the dark web, or the weird web, you're likely to come across the *Tangled Website*. At first, you will likely be met with a cryptic message or strange imagery. You may notice that membership to the site is invite-only. In that case, don't worry – you've already received in an invitation. Be sure to check your spam folder. As you attempt to unravel the *Tangled Website*, you will instead find yourself ensnared by a maze of intriguing, yet disturbing information.

Behavior: The *Tangled Website* will lie in wait for years – if not decades. It won't seek out targets, but will do everything in its power to retrain unsuspecting users who wander in. Their primary weapon is the exploitation of curiosity. They will provide targets with just enough content to create interest, but will hold back any information needed to see the full picture. Once you understand the *Tangled Website*, you're already in too far and there's no going back.

History: Most specimens are the work of sick and sadistic internet users who want to influence other like-minded individuals. In these cases, the labyrinth of seemingly nonsensical information is actually coded conditioning. Others may simply be college art projects nobody understands. More supernatural sites exist, but are extremely rare in the real world. The first *Tangled Website*, "Newbody's Home", was uploaded in 1994 and included ASCII art of humanoid beings with odd proportions. Users who dug further into the site's code found secret directories of surgical photos and detailed instructions for "becoming a newbody". Unfortunately, the site was not archived and no further information appears to have been saved.

Advice: Stay on popular websites with a positive reputation. Don't click random links, even if they have been sent by friends or family members. If you find yourself on an odd website, note the format of media offered. Text sites are cause for moderate concern and should ideally be avoided. Sites hosting image galleries will definitely lead to problems in your personal life. Video sites should not be entered under any circumstances, and are responsible for the most fatalities by far.

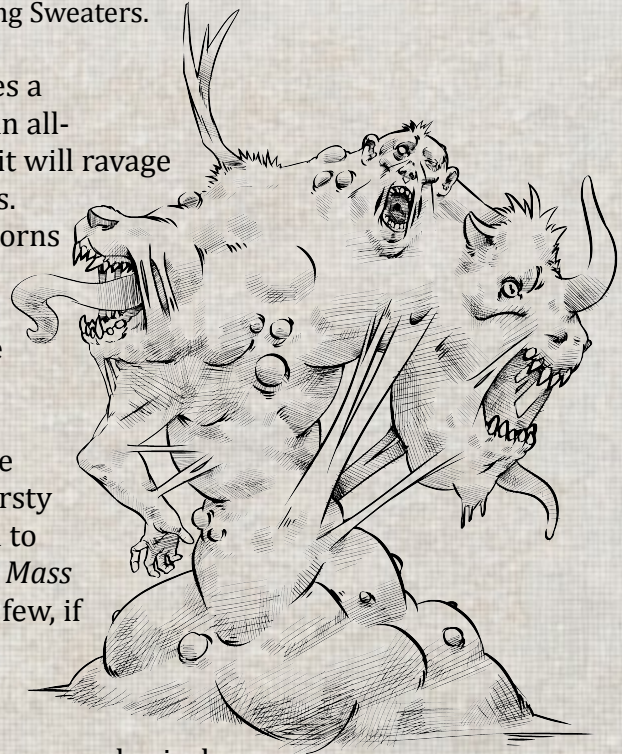
Common Locations: Any persons or creatures associated with the *Tangled Website* will appear in and around homes of netizens who engage with the site. If the site is reached through a workstation or public computer, effects should still occur at the user's residence.



EXTINCTION MASS

"Behold destruction!" - A Landscape of Self-Knitting Sweaters.

Description: The *Extinction Mass* takes a multitude of forms. It may manifest itself as an all-consuming, world-enveloping flesh. Perhaps it will ravage the world as an unstoppable swarm of insects. Better yet, what if a horde of malevolent unicorns began over-populating the planet? The method of destruction is almost a formality when it comes to this specimen, though more unexpected concepts are naturally harder to prepare for. While an undead epidemic may struggle at first due to our familiarity with their weaknesses, a sudden onset of bloodthirsty jack o' lanterns might be disorienting enough to quickly gain traction. However the *Extinction Mass* takes shape, the result will be the same. Very few, if any, human beings will be left alive – usually within a matter of months.



Behavior: The *Extinction Mass* will assume a physical shape capable of overtaking an entire planet. Usually, this will be done using living creatures or tissue that will kill, consume, or absorb the majority of sentient life it comes into contact with. It will then attempt to spread world-wide. The *Extinction Mass* does not discriminate. Men, women, and children alike must flee or fall prey to it. Animals and vegetation may be spared, depending upon the type of specimen. For example, a spectral tidal wave of snapping fish skeletons may have no interest in plants. A seething cluster of crawling larvae, however, may not discriminate when it comes to dissolving organic matter.

History: Since the beginning of time, the *Extinction Mass* has been a part of the natural cycle of life and death. In fact, some theorize that the "Big Bang" was the result of an *Extinction Mass* destroying a previous realm of existence. The last known example of this specimen resulted in the demise of the Dinosaurs. Prior to that, another instance demolished the vibrant ecosystem of Mars.

Advice: There isn't much to do with regard to this specimen, other than hope to be one of few survivors. Watch the news religiously and keep an eye out for the early stages of extinction-level events. Relocate to a sparsely populated area and learn to live off of the land. Try to rid yourself of flavor preferences, as you may have to subsist on the flesh of whichever abominations upset the food chain.

Common Locations: The *Extinction Mass* may originate in any given location, or multiple locations, dependent upon the form it takes.

REJECTED ENTRIES

Here are a few less-than-notable Creepypasta types that you're less likely to run into. Nevertheless, don't say you weren't prepared!

Clock Walker: Possessed of the uncanny ability to fast-forward, rewind, or even pause time itself, the *Clock Walker* is an unpredictable force. Luckily, they seem to have motives beyond our understanding, which rarely involve outsiders. The less you look into their behavior, the better. Don't end up in a time loop!

Creature's Pet: The *Creature's Pet* appears to be a normal, every-day animal – usually a domesticated pet as the name implies. Specimens exhibit advanced intelligence and will act in a mysterious manner, which may seem completely normal if said specimen is a feline. Simply avoid keeping pets, and you'll be fine.

Experimentalist: More of a victim than a villain, the *Experimentalist* possesses mental abilities beyond their control. Specimens are usually the product of unethical testing. The culprit is always a government organization that is attempting to create psychic super-soldiers. They will often appear bedraggled or even homeless, spouting what sounds like insane gibberish about brain waves and tin foil. Cross to the other side of the street.

Killer Cop: Law & order take a backseat to blood & guts when the *Killer Cop* is involved. Specimens pose as authority figures, usually in rural or otherwise secluded areas where they can create trumped-up charges against any strangers that cross their path. Remember to stay on paved roads.

Terror Eyes: Bleeding, missing, all-black, all-white, whatever. The *Terror Eyes* has scary eyes. WoOoOoOo. Thankfully, specimens rarely possess any super-human attributes beyond the ability to see clearly despite their setbacks. If they have a knife, run. If they don't, just walking away is enough.

Clock Walker: Possessed of the uncanny ability to fast-forward, rewind, or even pause time itself, the *Clock Walker* is an unpredictable force. Luckily, they seem to have motives beyond our understanding, which rarely involve outsiders. The less you look into their behavior, the better. Don't end up in a time loop!

Clock Walker: Possessed of the uncanny ability to fast-forward, rewind, or even pause time itself, the *Clock Walker* is an unpredictable force. Luckily, they seem to have motives beyond our understanding, which rarely involve outsiders. The less you look into their behavior, the better. Don't end up in a time loop!

SPECIAL THANKS

We've saved the best for last. Without these people, our Kickstarter campaign would have been colder and deader than all the poor saps who didn't buy and/or read this field guide! We raised our goal, and for that, you're guaranteed one (1) rise from the grave.*

Thank you!

Adam Barrett	Agata Piątkowska	Alan Tryth
Alexander Choukanov	CannibalCloset	Chris Cirillo
Christopher - Incandescent	Christopher Codina	David King
Destiny DiMattei	Elliot Wiseman	Frank Beck
Gabriel H	GhostofStarman	IcicleTrepan
Jason Innaurato	Joe Janero	Joel L
Jonesy	Joseph Bozliniski	Joshua Bublin
Ki Antes	Kristen	Kyle Riley
Laura Curran	Lewis Short	Lone Lekgolo
LordBenzin	Lyca	M
Mark A. Worcester	Michael Robinson	Notsowisesage
PowerFantastic	Scott Foy	Shawn Barath
Steven	The Creative Fund	Tisha Thomas Baker
William Fisher	alarmbite	KPJones91

And 8 Anonymous Guests... Ooh, spooky!

* We do not actually possess the ability to resurrect cadavers. RIP you.